

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine comprising:

a game result display meansdevice for displaying a game result thereon,
the game result display device including a first display device and a second
display device in arranged in front of the first display device; and

a beneficial state generating meansdevice for generating a beneficial state
for a player when a specific game result is displayed on the game result display
meansdevice;

wherein the game result display means includes first display means
and second display means arranged at a more front side than a display area
of the first display means when seen from a front side of the gaming
machine,

wherein an image displayed on the second display meansdevice is
generated by synthesizing a plurality of images based on a priority order, and

wherein a symbol display area of the second display meansdevice through
which the first display meansdevice is seen and recognized, is realized by
displaying a predetermined image with higher priority order among the
plural images, and

wherein the second display device is constructed from a liquid crystal
display device including a liquid crystal panel, a light guide device arranged at
a rear side of the liquid crystal panel, an illumination device for generating light
which is guided to the light guide device and a reflection device for reflecting light
guided to the light guide device toward the liquid crystal panel arranged in front of
the light guide device.

2. (Currently Amended) The gaming machine according to claim 1,
wherein the second display means is constructed from a liquid crystal display
device including a liquid crystal panel, light guide means arranged at a rear side
of the liquid crystal panel, illumination means for generating light which is guided

~~to the light guide means and reflection means for reflecting light guided to the light~~

~~guide means toward the liquid crystal panel arranged at a front side of the light guide means, and~~

wherein the first display device includes a plurality of reels on which plural symbols are formed, and

wherein an area of the reflection meansdevice is provided with plural areas each of which corresponds corresponding to each reel, the areas being made light transmittable~~the first display means is formed in a light transmittable part.~~

3. (Currently Amended) The gaming machine according to claim 1, wherein the first display meansdevice includes a plurality of symbol display parts in each of which one or more symbols can be variably displayed and displayed in a stop state thereof stopped, and a game result leading meansdevice operable by the player to stop the symbols variably displayed is provided, and

wherein a predetermined image is displayed under a condition that variable display of the symbols is able to be stopped by operation of the game result leading meansdevice.

4. (Currently Amended) The gaming machine according to claim 2, wherein the predetermined image is changed within an the area which is made light transmittable~~corresponding to the light transmittable part.~~

5. (Original) The gaming machine according to claim 1, wherein non-transparent color is determined to the predetermined image.

6. (Currently Amended) The gaming machine according to claim-1_2, wherein the liquid crystal panel is set to normally white.

7. (New) A gaming machine comprising:

a game result display device for displaying a game result thereon, the game result display device including a first display device and a second display device with plural reels and a second display device arranged in front of the first display device; and

a beneficial state generating device for generating a beneficial state for a player when a specific game result is displayed on the game result display device;

wherein an image displayed on the second display device is generated by synthesizing a plurality of images based on a priority order, and

wherein the priority order of plural images is made different corresponding to a state when the reels are started to rotate, a state while the reels are rotated or a state when the reels are stopped.